

TERRA INCOGNITA

*A 200-word game of competitive storytelling and worldbuilding
for two or more players by Seth Johnson*

THE EXPLORERS

You are an Explorer in the Expedition. Define your one Ambition, two Traits, and three pieces of Equipment. Each turn one player's the Mapmaker and another's the Guide.

THE MAP

Your expedition begins on the Map at Home. Each turn, the Mapmaker adds a new location connected to an existing location, then secretly defines one Danger per connection it's away from home.

THE JOURNEY

Each piece of equipment the turn's Guide possesses lets them move the expedition through one explored location. If they spend their turn telling a 30-second story of their ambition and past explorations, they get two new pieces.

THE EXPLORATION

Arriving at an unexplored location, the expedition has 60 seconds to explore it, dangers revealed one at a time by its Mapmaker and the explorers quickly telling a tale of how their traits and equipment defeated each danger. Used equipment is lost. If time runs out, the expedition returns home, one revealed danger is replaced with a new secret one, and the Mapmaker scores one point. If successful, the Guide scores one point per danger overcome.

THE SPOILS

The expedition scores one point per location explored within one hour, multiplied by the number of players.